Disney

VILLAINS

9+

ESCAPE!

50 MISSIONS
TO GET OUT OF MALEFICENT'S CASTLE

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RULES AND GAME

In your notebook ***Disney Villains Escape Room***, you can help Flora, Fauna, and Merryweather find Aurora. To do so, you must solve 50 puzzles, in a precise order, which is not the order they appear in the book. In fact, to press on, you must solve the puzzles on each page and then **turn to the List of Places** (page 3) to discover where you shall go next. For example, if the answer to a puzzle tells you to go to the Great Hall, then you shall go to page 24, as indicated on the List of Places. Sometimes you will be able to choose between different destinations. Some choices will make you waste time, if you have wrongly answered a puzzle, for example, but others will have no impact at all on the rest of your adventure.

You have a total of **two hours** to solve all the puzzles in your book. You can try to do it all at once, but your notebook has been designed to be completed little by little, by timing yourself on each spread.

Before reading the contents of a double-page spread, **make sure you have your tools and your validation grid** (to be detached from the end of your notebook) and your stopwatch. Look at the time you will have to solve the puzzles, on the hourglass at the bottom right of the corresponding page. Read the instruction and then start the stopwatch and solve the puzzles. When you have found all the solutions, stop the stopwatch and use the times indicated on it to fill up the validation grid.

If you can't find the answer to a puzzle, you can use the clue(s) at the top right of each page. **Pause your stopwatch** while you read the clues. If you still can't find the answer with their help, you can always read the solutions on pages 42 through 44.

When you see the **spinning wheel symbol** at the top left of a page, it means that you have the choice to solve the puzzle or not. Some will just delay you, but others might give you crucial clues to get out of the castle. It's up to you! If you don't want to solve the puzzle, go directly to the page indicated next to the spinning wheel symbol.

At the end of your adventure, go back to the validation grid and follow the instructions to see if you arrived **in time** to save Aurora and make it to the party.

ONCE UPON A TIME, IN A FARAWAY LAND . . .

King Stefan and the Queen are organizing a big party for the birthday of their daughter, Princess Aurora. It will take place in the castle. The king and the Queen ask the fairies Flora, Fauna, and Merryweather to help Aurora get ready. They want her to be on time when the guests start arriving.

The three fairies quickly fly to the princess's bedroom, but she is nowhere to be found. They have a bad feeling. . . .

The birthday party is set to begin in **two hours**. Please help the fairies find Aurora quickly, to bring her back to her parents before the festivities begin. Your adventure begins in the princess's room, on the next page.

Good luck!

LIST OF PLACES

Aurora's Bedroom	pages **4–5**
Cell #1	pages **42–43**
Cell #2	pages **12–13**
Cell #3	pages **6–7**
Maleficent's Castle	pages **30–31**
The Bramble Forest	pages **14–15**
The Bridge	pages **8–9**
The Castle's Gates	pages **20–21**
The Fairies' Bedroom	pages **16–17**
The Fairies' Cottage	pages **26–27**
The Forest	pages **34–35** *
The Gardens	pages **36–37**
The Great Hall	pages **24–25**
The Portrait Gallery	pages **32–33** *
The River	pages **40–41** *
The Royal Bedroom	pages **38–39**
The Royal Stables	pages **10–11**
The Stairs	pages **22–23** *
The Throne Room	pages **28–29**
The Tower	pages **18–19**

*You will have to make a small detour!

AURORA'S BEDROOM

THE PRINCESS IS NOT IN HER ROOM, BUT SHE MAY HAVE LEFT SOME CLUE AS TO HER WHEREABOUTS. START YOUR STOPWATCH AND SOLVE ALL THE PUZZLES ON THE DOUBLE-PAGE SPREAD TO FIND WHERE THE PRINCESS IS.

PUZZLE

A NOTE LEFT ON THE DRESSING TABLE

You find a note on Aurora's dressing table. The person who left it must have been in a playful mood because it seems to be in code.

Use a tool to decipher me!

SGD OQHMBDRR
VDMS ENQ Z
VZKJ HM SGD
RTMRGHMD.

DID YOU KNOW?

Aurora is the daughter of King Stefan and the Queen. She is therefore a princess. She lives in the castle with her parents.

PUZZLE

THE FIRE STILL BURNS

If the fire is not out yet, Aurora has not been gone for a very long time. Find out exactly how long she has been out of her room, and then use one of your to tools to convert that number into minutes.

CLUES

The dressing table
Use your decoding disk.

The fireplace
When you multiply a number by 10, you simply add a 0 at the end.

Number of candles in the room x 10

+

Number of characters on the central painting x 10

+

Number of pom-poms visible on the orange chair x 20

=

PUZZLE

THREE WAYS

The fairies hesitate among three places to continue their search. Use the diagram they have drawn and the two clues obtained on this spread to find the only place where Aurora can be. Then use the List of Places to find the matching page.

6 MINUTES

CELL #3

YOU AND THE FAIRIES REACH THE DOOR OF CELL #3, BUT IT IS LOCKED BY A THREE-DIGIT CODE. BEHIND THE DOOR, YOU HEAR AURORA AGAIN, BUT ALSO PRINCE PHILLIP!

If you want to collect more clues regarding your quest, go to page 22 and take the stairs before entering Cell#3!

PUZZLE

A THREE-DIGIT LOCK

Use the instructions to find the three-digit code, knowing that all the numbers are different.

- One digit is indeed in the code, and in its right place.
- One digit is in the code, but not in its place.
- One digit is not in the code.

3	1	2	🟢🟠🔴
2	3	7	🟢🟠🔴
2	9	3	🟠🟠🔴
6	8	0	🟢🔴🔴
			🟢🟢

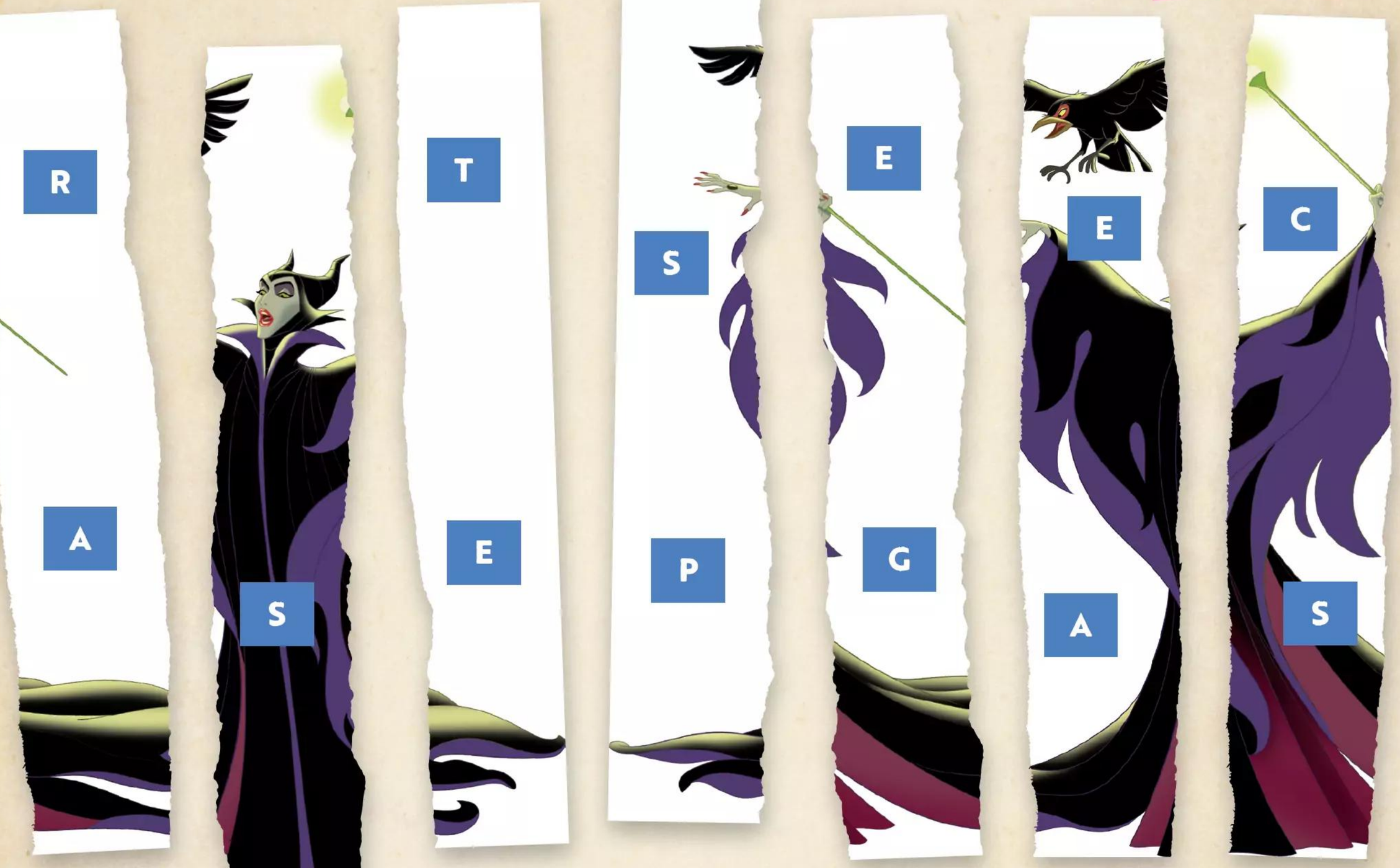
DID YOU KNOW?

The fairies are the ones who went to save Prince Philip when Maleficent locked him in her keep to stop him from waking up Aurora.

PUZZLE

A RIPPED-UP PICTURE

The door opens and you find Aurora and the prince inside. They are delighted to see you, but afraid you'll be spotted if they speak. The princess hands you a torn picture of Maleficent. What is she trying to tell you?



it's good to see you.
a horde of soldiers captured us.
They surprised me while i was resting
in the fOrest.
anoTher of Maleficent's soldiers
kidnapped aurora wHile she was picking blackberriEs.
we have Been waiting for you for soMe tiMe now. it is tiMe
to go. we have to be quick!
wheRe did you leave saMson? he caMe wIth you.
diDn't he? coMe on, tiMe is runninG out. let's gEt out!

PUZZLE

A NOTE FROM THE PRINCE

Seeing your confusion, the prince hands you another message. To understand it, you must look carefully at the words. Then go to the right page.

CLUES

The lock
First find the numbers that appear most often, and then proceed by elimination.

A note from the prince
Only read the capital letter on each line.

7 MINUTES

THE BRIDGE

WHILE YOU ALL TAKE THE SECRET PASSAGEWAY, PRINCE PHILLIP GOES TO LOOK FOR SAMSON AT THE CASTLE GATE. BUT WHEN YOU LEAVE THE PASSAGE, EVERYTHING GOES WRONG! THE PRINCE HAS GOT HIS HORSE BACK BUT WAS ALSO SPOTTED. MALEFICENT HAS TURNED INTO A DRAGON AND CHASED HIM TO THE BRIDGE. YOU QUICKLY THROW HIM THE SWORD OF TRUTH, BUT WILL THAT BE ENOUGH TO FIGHT A DRAGON?

PUZZLE

ATTACK THE DRAGON!

If you have gained clues on the spinning wheel pages, it is time to use them. You must help the prince, and fast. Have you figured out how to attack the dragon?

DID YOU KNOW?

Dragons don't exist, but they've appeared in legends from all over the world since the dawn of time. In Europe, they are described as reptiles able to fly and breathe fire. They are often presented as princesses' kidnappers.

8		32	64
55	59		67
35	32		26
1	11		31

PUZZLE

THE FINAL BLOW

Thanks to you, the prince's first attacks worked. Add up all the numbers you found to deal the dragon a final blow. But one is missing! The dragon is laughing at you in another language. Your decoder disk doesn't work with it. The fairies fly around trying to tell you something. . . .

QTT JXV DKCRVH JE JXV IMEHT

CLUES

The attack
Each line of numbers is to be read independently from the others.

The final blow
The fairies' flight path traces two letters: first the A and then the K. Write the new code on a piece of paper to make it easier to decipher (A = K, B = L, C = M, etc.)!

As soon as you have deciphered the code, you shout the answer to the prince, who says it aloud while throwing his sword. It reaches the dragon's heart, and the beast collapses. Bravo! You have finished your adventure! But did Princess Aurora get to the party on time? Finish completing your validation grid and follow the instructions to find out!

7 MINUTES

THE ROYAL STABLES

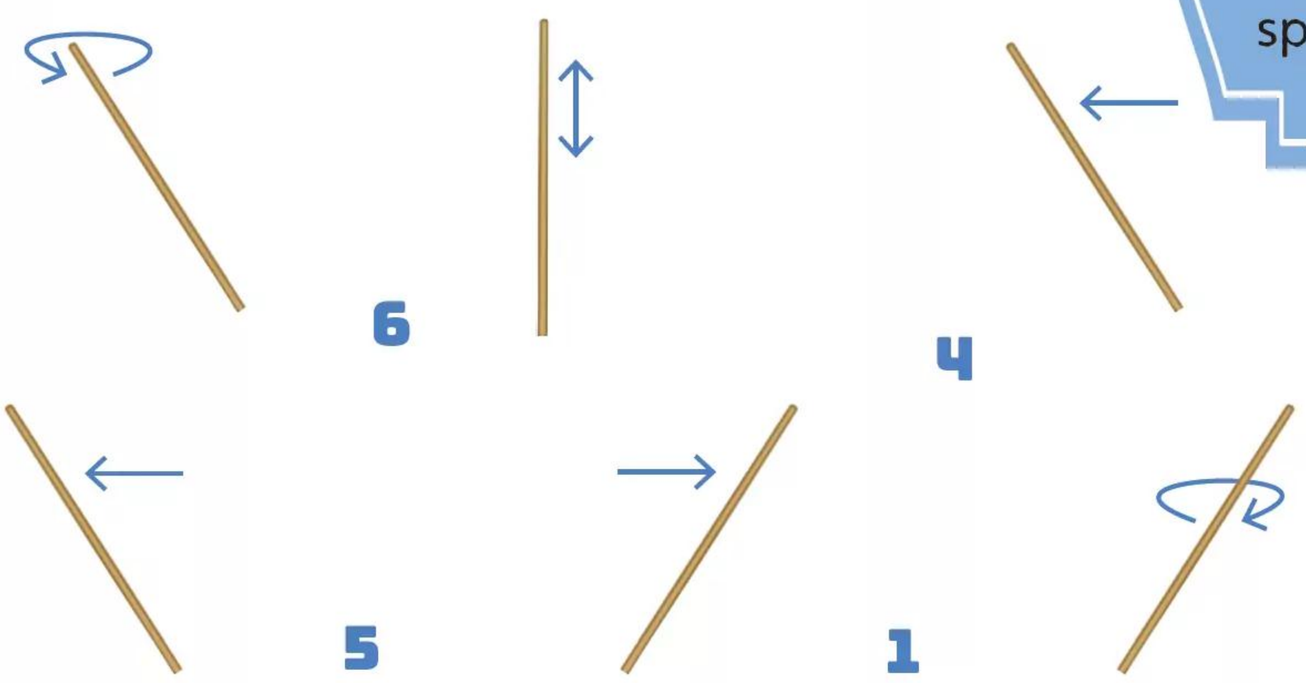
AURORA IS NOT THERE, AND THERE IS NO ONE TO GIVE YOU A CLUE ABOUT WHERE SHE COULD BE. ONLY PRINCE PHILLIPS' HORSE IS IN HIS BOX. HE SEEMS PANIC-STRICKEN. THE FAIRIES COULD CAST A SPELL TO UNDERSTAND WHAT HE IS SAYING. IF YOU HAVE ALREADY GOT THE FAIRIES' WANDS BACK, CONTINUE TO READ THE PAGE. IF NOT, GO BACK TO WHERE YOU CAME FROM AND COME RETURN LATER.

PUZZLE

CAST THE SPELL

Digging in her pockets, Merryweather finds the second part of the speaking spell, but the order in which each movement must be made is not indicated. Use one of your tools to find this order, then cast the spell by saying the magic word.

... waving the wand like this:



PUZZLE

SAMSON'S STORY

The fairies were able to cast the spell, but it doesn't work properly. To understand Samson, you need to skip some letters.

Pcrtiunkcnez Pnhkidlblviapi woaqs kvindzncaopgpwekdm bqya Mvanlkeqfaitcreqnxtz. lq gfahlklioapbemde tioq tdhzeb tdheraoinref rbodogmt tuoi wqairenm trhgei kqigniga, bygueta ngoebsoadwyk ubnidfehrtsatuoromdc mqev avnxdi lo wbadsk tniueadw uxpi hleirmea.

DID YOU KNOW?

Humans have used horses as a means of transportation for at least 5,000 years.

11

7 MINUTES

PUZZLE

FREE SAMSON

Maleficent's guards have entangled Samson's reins to waste your time. Untie them quickly so they can help you find the prince, who may know where Aurora is. Follow the letters along the rein to get a clue about your next destination.

CLUES

Cast the spell
Place the
«wrong» hole
to your punch-
out tool on each
wrong
The story
Read every other
letter.

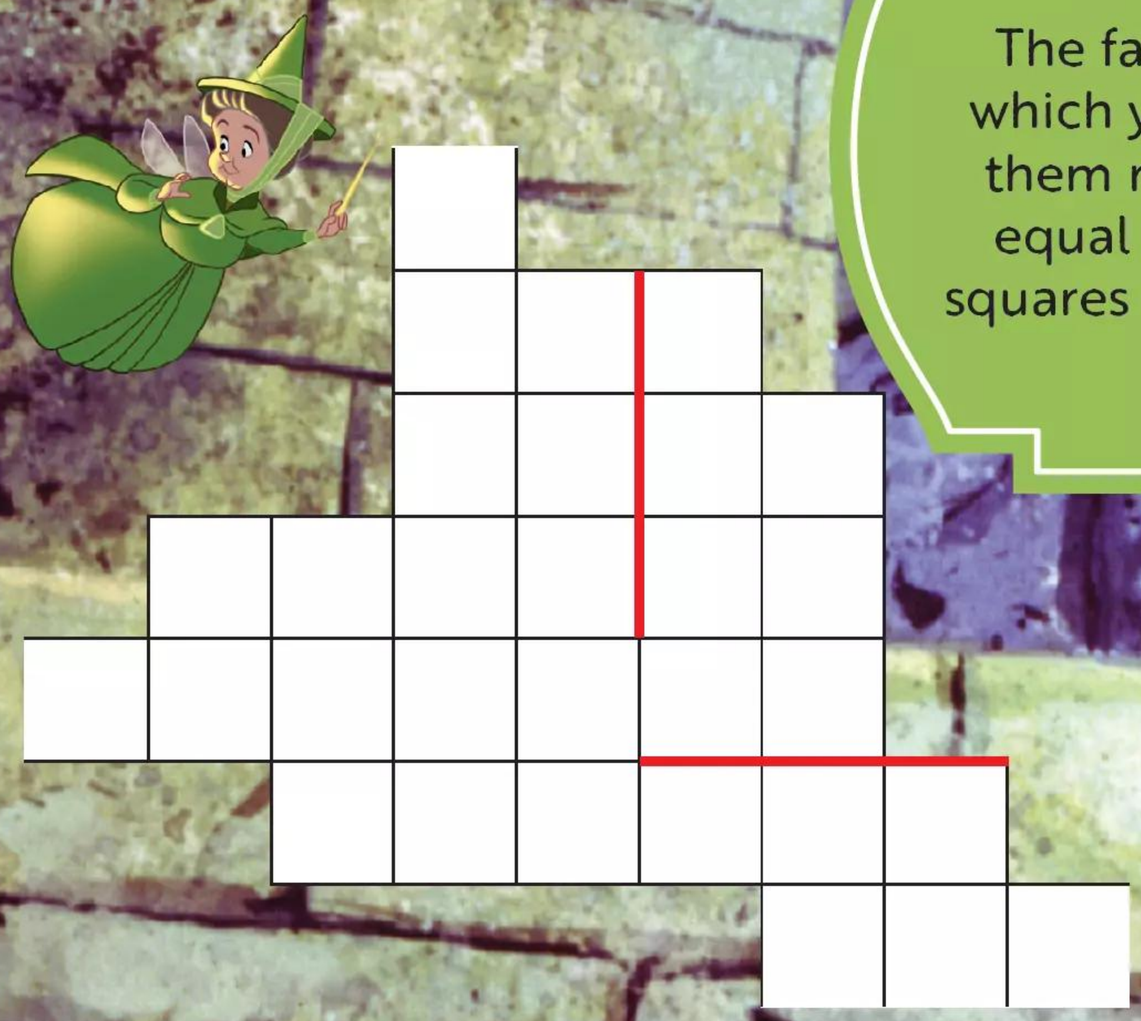
CELL #2: THE GUARDS' ROOM

WHILE TRYING TO REACH AURORA'S CELL, YOU STUMBLED INTO THE GUARDS' ROOM. THEY SPOTTED YOU IMMEDIATELY! YOU CAN ONLY WASTE TIME HERE. GET OUT OF THIS ROOM AS FAST AS YOU CAN!

PUZZLE

FIGHT BACK WITH THE SWORD

The fairies have left you the Sword of Truth, with which you return the blows of the guards. To make them retreat, cut your opponent's shield into five equal parts: they must have the same number of squares and the same shape. To help you, two places to cut have been marked in red.



PUZZLE

AVOID THE ATTACK!

The guards attack, one after the other. To dodge them, use logic to figure out which one will attack next.

- He has no beak.
- He doesn't have a shield.
- He doesn't look like a crocodile.
- He has no snout.

DID YOU KNOW?

Maleficent's soldiers are not very smart. When she asked them to find Aurora the day before she turned sixteen,they went looking for a baby instead of a young woman.

PUZZLE

FREEZE YOUR ENEMIES

Merryweather asks you to find in her spell book a way to freeze someone. Quickly find the right spell so you can all finally continue on your way.

D	E	I	C	T	M	Z
M	A	X	R	O	T	D
A	B	S	I	H	H	L
E	T	I	G	I	N	M
J	V	I	P	S	U	!

CLUES

Fight back
Start by counting the boxes, and then divide by 5.

Freeze your enemies
Place one grid above the other.

PUZZLE

FIND YOUR WAY

Determine how long it will take you to reach Aurora's cell by completing this grid. Each number can only appear once per row, per column, and in each rectangle of six cells.

	4		2		1
	1	2		4	5
	2	6	5	1	
1		3		2	4
2		4	1		6
5	6			3	

3 MINUTES

One of the guards tells you where Aurora's cell is. Add 3 to the number obtained to discover the number of the page it is on.

THE BRAMBLE FOREST

THAT WAS NOT THE CORRECT ANSWER. YOU TOOK THE WRONG PATH AND NOW THE FAIRIES, YOU, AND SAMSON HAVE JUST ENTERED THE TERRIBLE BRAMBLE FOREST. MALEFICENT'S GUARDS HAVE AMBUSHED YOU. FLORA HAS A PLAN TO AVOID THEM, BUT SHE NEEDS YOUR HELP. SOLVE ALL THE PUZZLES ON THIS PAGE SO YOU CAN KEEP ON LOOKING FOR AURORA. HURRY UP TO WASTE AS LITTLE TIME AS POSSIBLE!

PUZZLE

DISTRACT THE GUARDS

The fairies need to distract the guards before they cast a spell and use their magic. You challenge the guards to be able to guess who their leader is. Start from A1 and follow the arrows to find the right soldier.

→ → → ↓ ↓ ← ↓ ← ↓ → → ↑ → ↓ ↓ →

	1	2	3	4	5	6	7	8
A								
B								
C								
D								
E								
F								
G								
H								

DID YOU KNOW?

Maleficent's minions are actually gargoyles she brought to life.

PUZZLE

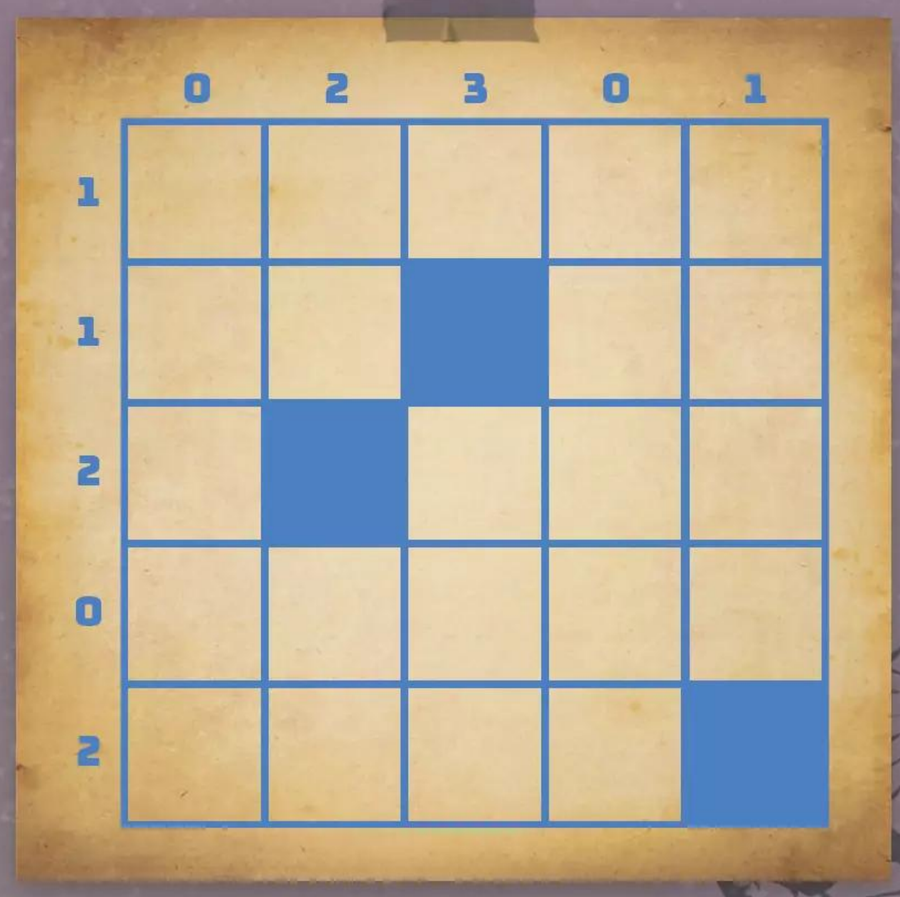
CAST THE SPELL

The fairies' spell consists of catching the shadow of each soldier to freeze him. Find the matching shadow for each soldier to help the fairies reach their targets.

PUZZLE

TIE UP THE GUARDS

You must now tie up the guards. The numbers at the top left of the grid indicate how many strong trees are in each column and row. Quickly find the six trees to attach the guards to. There are no trees in the black squares.



As soon as the guards are tied up, go to the fairies' cottage.

CLUES

Tying up the guards

Start by crossing out all the boxes on the rows and columns bearing the number 0.

3 MINUTES

THE FAIRIES' BEDROOM

YOU FOLLOW THE FAIRIES TO THEIR ROOM. IT IS TIDY, BUT NEITHER FLORA, FAUNA, NOR MERRYWEATHER CAN REMEMBER WHERE THEY HID THEIR WANDS. HELP THEM FIND THEM QUICKLY.

PUZZLE

FIND THE WANDS

The three fairies have lost their wands in their room. Keep your eyes open to find them all!

DID YOU KNOW?

In the Middle Ages, magic was widely believed in and nobles sometimes enlisted the help of a magician to advise them or provide them with remedies.

PUZZLE

TO CAST THE SPELL

In an old spellbook, Merryweather finds a spell that will help you later. But the page is torn in half. . . . Next to each wand is an arrow. Use the arrows to decipher the first half of the spell, below. You might find the other half later.

CLUES

To cast the spell each arrow points the direction in which the box of the same color must be moved.

1 SPELL: THE GIFT OF TALKING

R	C	AL	L	N
F				K
S	T	OO	U	Y

2 Say the word written below while...

Do you remember the clues you got in the throne room and in the royal bedroom? It's time to visit the place they indicated!

7 MINUTES

THE TOWER

YOU QUICKLY REACH THE FORBIDDEN MOUNTAIN, THE DOMAIN OF THE TERRIBLE FAIRY MALEFICENT. AS YOU APPROACH THE DARK CASTLE, YOU HEAR THE PRINCESS CALLING FOR HELP. AURORA IS HERE! YOU LEAVE SAMSON AT THE CASTLE GATE, AND YOU AND THE FAIRIES SNEAK UP TO UP TO THE TOWER.

PUZZLE

DON'T GET CAUGHT

Oh, no! Maleficent is here! The fairies shrink down so they don't get spotted. Help them remember the magic word to make you small, too. Only keep the letters that do not appear three times to find the magic word.

B O V R K J R J D
A B D I R C D A O N
K V T O V B C
A C J Y K

DID YOU KNOW?

It was from the highest tower of her castle that Maleficent attacked Prince Phillip when he tried to escape from her castle to wake Aurora.

CLUES

Don't get caught
The magic word begins with a T.

The voice
Look carefully at the shadow on the stairs.

PUZZLE

FIND THE SWORD

Now find the sword in the scene. On its hilt is engraved a number that will help you later. Make sure to write it down.

PUZZLE

AURORA'S VOICE

You hear Aurora's voice again. You believe it's coming from the side where the sun is. It is morning. Which way is Aurora?

If you have found the sword and you know in which way Aurora is, go to the Great Hall. There Flora has spotted a map of the castle.

7 MINUTES

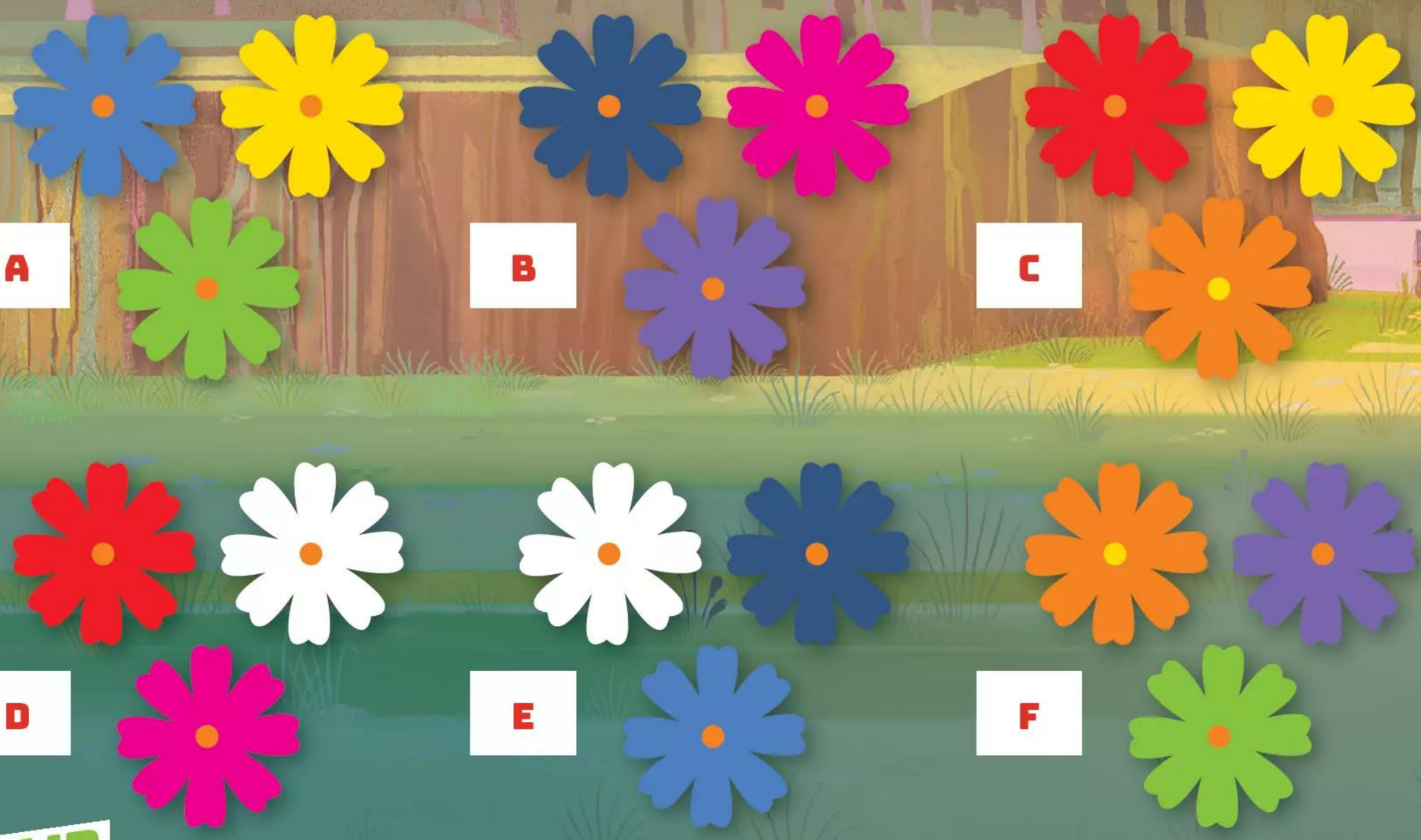
THE CASTLE'S GATES

YOU CLIMB ON SAMSON'S BACK, AND THE FAIRIES SHRINK THEMSELVES TO GO FASTER. THEN YOU DISCREETLY LEAVE THE CASTLE SO AS NOT TO ALARM AURORA'S PARENTS. BE CAREFUL! MALEFICENT'S RAVEN PROWLS. . . .

PUZZLE

SOME PRETTY FLOWERS

Squirrels, hares, and birds are at the edge of the forest. It is as if they are waiting for you. When the fairies, Samson, and you reach them, they give you flowers of different colors. Which bunch is the odd one out?



The odd bunch is ☐

DID YOU KNOW?

Aurora and Phillip met in the forest and fell in love at first sight. Fate was on their side, since their parents wanted them to get married!

PUZZLE

A MESSAGE FROM THE ANIMALS

Birds crowd the sky. Arrange the flocks in the right order to find one half of the message. A squirrel then comes and stands in front of you. Put his poses in the right order to find the other half.

CLUES

Flowers
Look at the colors on top and compare them with the colors on the bottom.

A message from the animals
Count the birds in the sky. Look at the sizes of the squirrels. Mix the colors.

Did you understand the woodland animals' message? Then quickly go to the right page.

7 MINUTES

PAGE 6

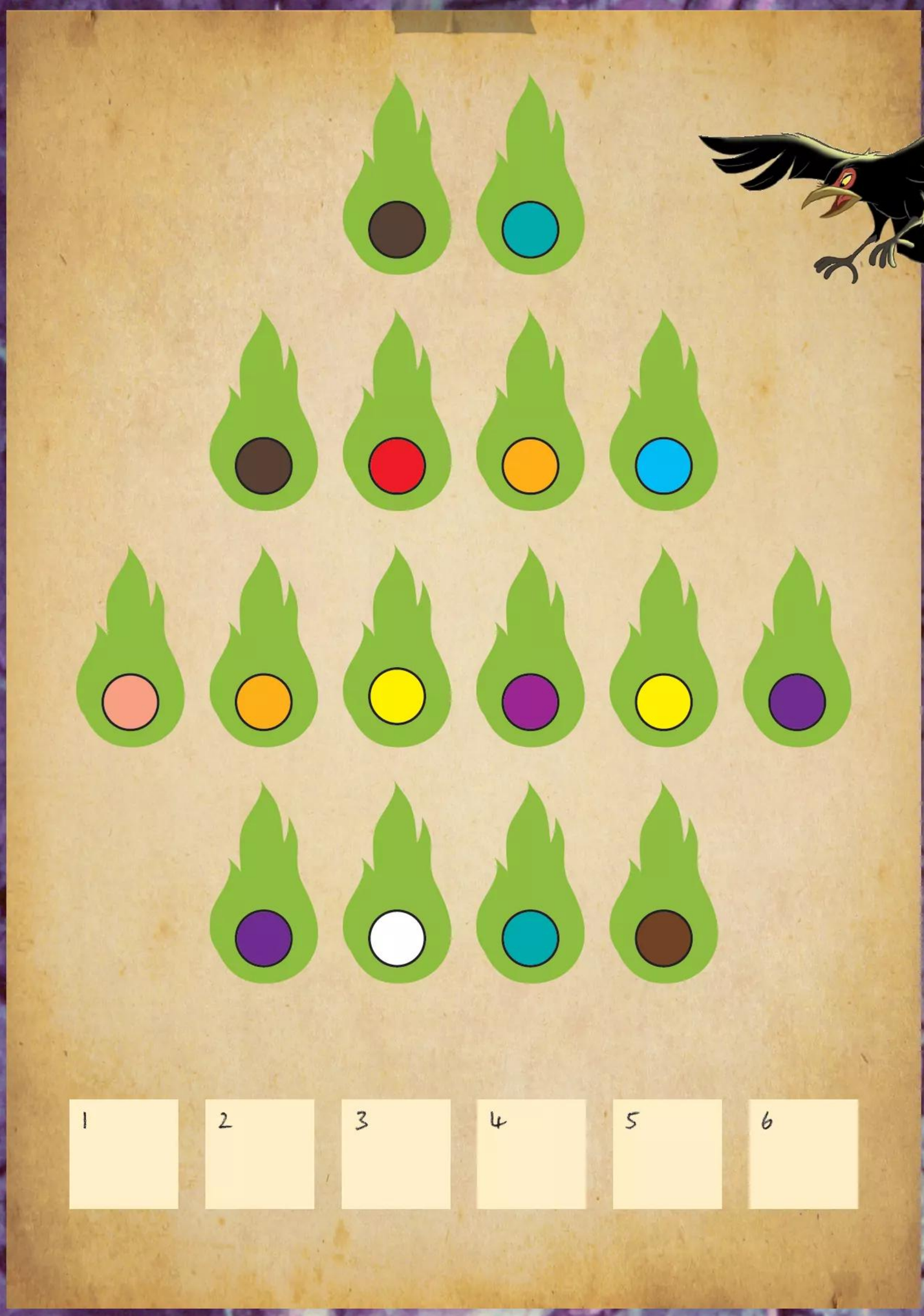
THE STAIRS

MOVING TOWARD CELL #3, FLORA, WHO WAS AT THE FRONT, SUDDENLY STOPS. A STAIRCASE RISES TO THE LEFT. IF YOU WISH TO VISIT IT AND PERHAPS FIND NEW CLUES, COMPLETE THIS ENTIRE SPREAD. OTHERWISE, MOVE ON TO PAGE 6.

PUZZLE

WRITTEN IN FLAMES

Fires are burning on the steps. They go out in pairs. Collect the ones that are left to make a word at the end of the double-page spread.



1	2	3	4	5	6

DID YOU KNOW?

In the Middle Ages, people were very afraid of witches. To be suspected of witchcraft was really bad news!

PUZZLE

A SCROLL ON THE DOOR

At the top of the stairs, you find a locked door. A piece of parchment has been nailed to it.

To defeat the dragon, speak its own language:

840	=	1
120	=	2
660	=	3
1020	=	4
1500	=	5
1440	=	6

Transform the numbers into letters with your decoding disk to learn the code of the dragon's language.

CLUES

Written in flames

Decode the colors in the flames using one of your tools.

The scroll

- You must convert the numbers in the purpleboxes with the help of an item.
- You can use a calculator, or remove a 0 from each number to calculate more easily.

PUZZLE

A NEW CODE

Record your answers here to get a clue to use at the end of the adventure. Each letter gives you another letter, which corresponds to it. Be aware that this new code has nothing to do with your decoder disk.

1	2	3	4	5	6
=	=	=	=	=	=
1	2	3	4	5	6

Did you get any new clues? If so, do not forget to write them down above your validation grid. You shall use them later. If not, you've just wasted time! In any case, go to cell #3 on page 6.

7 MINUTES

THE GREAT HALL

YOU LEAVE THE TOWER AND GO TO THE GREAT HALL. THERE IS INDEED A MAP ON A WALL. YOU APPROACH IT VERY SLOWLY. MANY GUARDS ARE THERE, FEASTING AROUND A BIG FIRE.

THE GREAT HALL

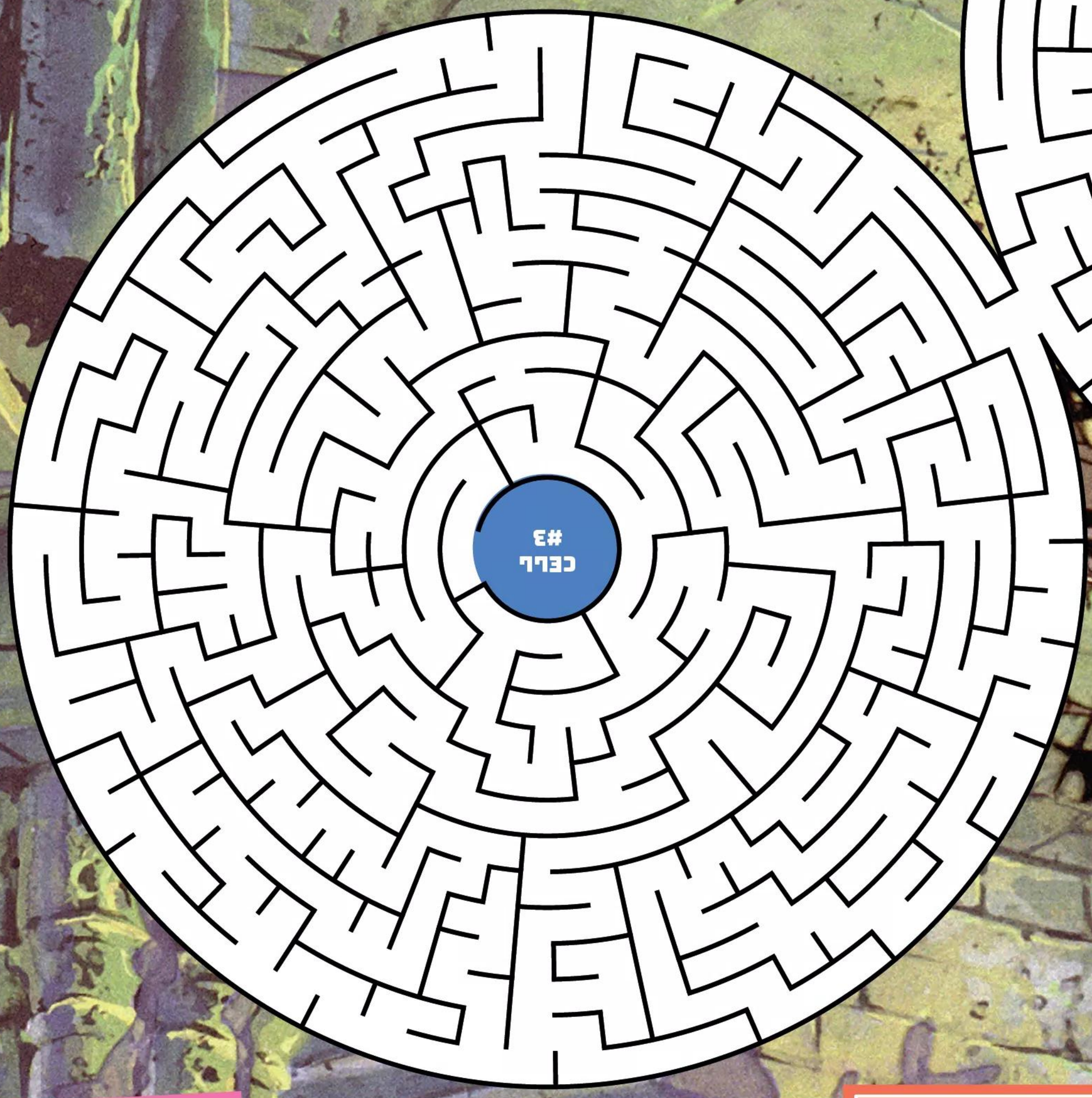
CELL #1

CELL

DID YOU KNOW?

Maleficent's pet is a raven.

6 MINUTES



PUZZLE

WHAT A MAZE!

Proceed to Aurora's cell. If your path takes you through another cell first, go directly to the page of the first cell you come across.

CLUES

Do you remember which way Aurora is?

One of your tools can help you.

Have you noticed the forbidden path on your tool?

What a maze

THE FAIRIES' COTTAGE

THE FAIRIES ARE FILLED WITH EMOTION WHEN THEY RETURN TO THE COTTAGE WHERE THEY LIVED WITH AURORA FOR SIXTEEN YEARS. THEY FIND THERE, AMONG OTHER THINGS, OLD SPELL BOOKS THAT YOU MIGHT NEED TO FIND AURORA AND THE PRINCE.

PUZZLE

WHICH SPELL BOOK?

Each fairy finds in the cottage a spell book that belonged to her. The one they need does not belong to the fairy dressed in blue or to the one on the left. Which fairy's spell book should you look at?

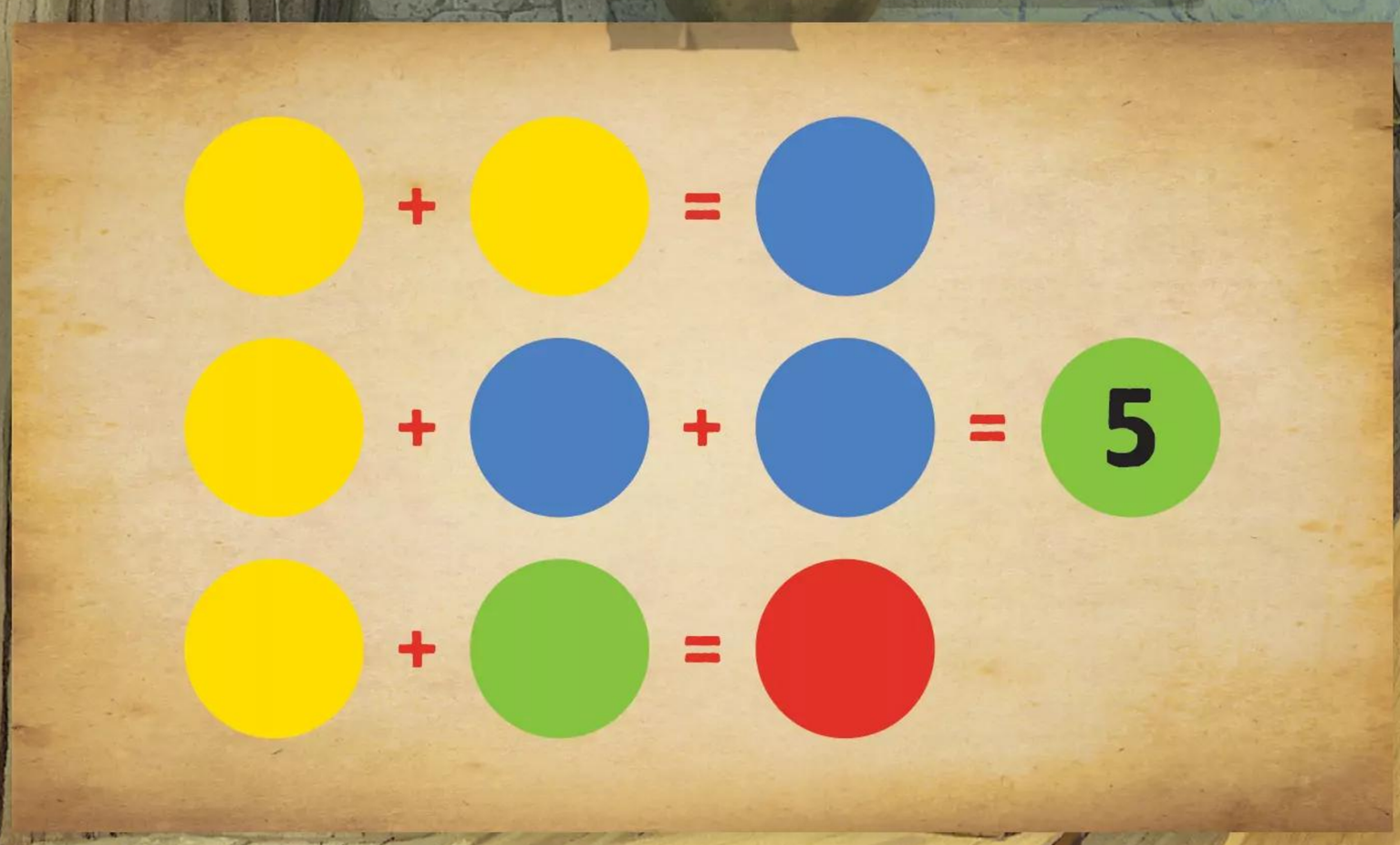
DID YOU KNOW?

The fairies have lived in this small house for sixteen years. They pretended to be peasant women alongside Aurora, who back then was called Briar Rose.

PUZZLE

THE RIGHT PAGE

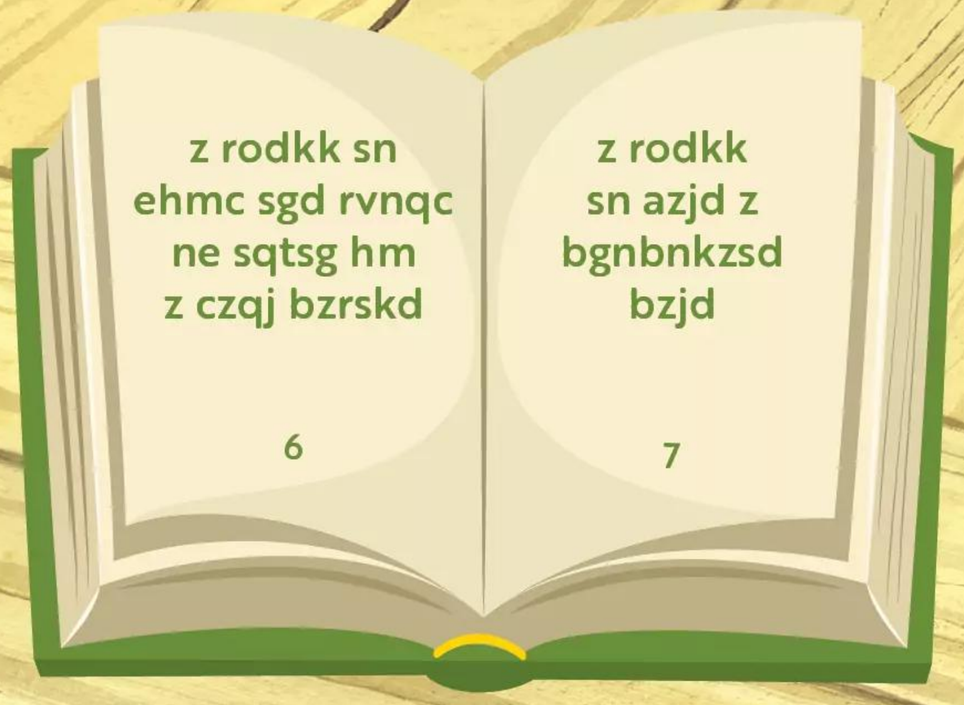
You must now find the right page. Merryweather remembers it is the same as with the weight of the red ball.

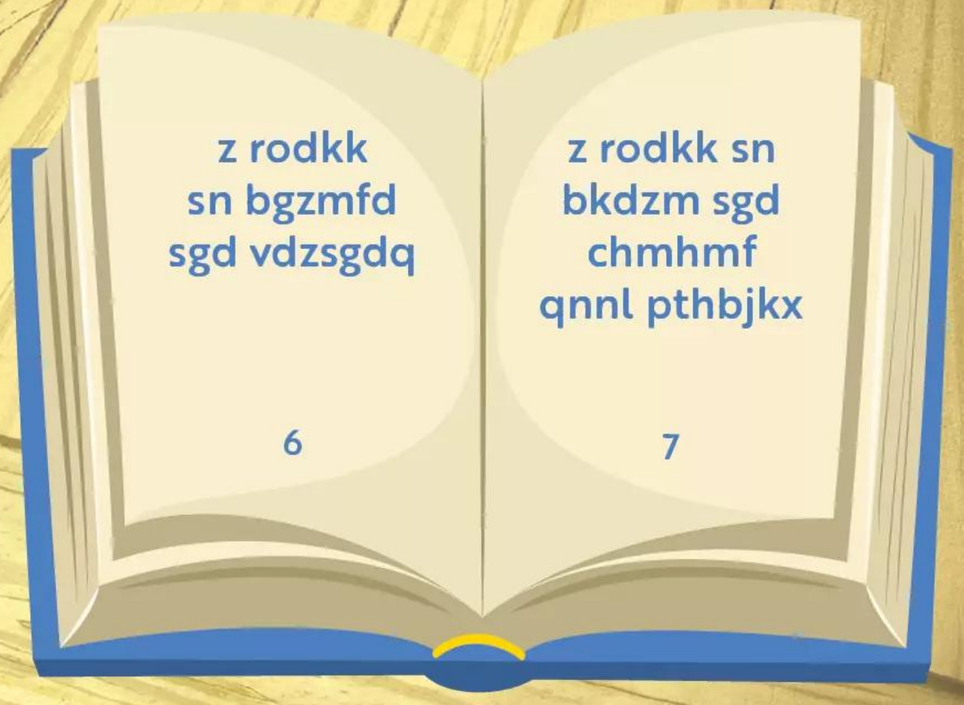


PUZZLE

FIND THE SPELL

Use the first two clues to decipher the spell on the right page.





If you get the right answer, you will know where to go.

CLUES

Which spell book
The names of the fairies, from left to right: Flora, Fauna, and Merryweather.

The right page
Replace each color with a number.

Find the spell
Use your deciphering disk to decipher the right spell.

7 MINUTES

THE THRONE ROOM

YOU FOLLOW THE MAID TO THE THRONE ROOM. THE KING AND THE QUEEN ARE THERE. THE FAIRIES TRY TO HIDE THEIR CONCERN AND KEEP THEM OCCUPIED WHILE YOU SEARCH FOR NEW CLUES.

PUZZLE

HIDDEN LETTERS

The fairies tell you that they have seen five letters hidden in the throne room. Find them quickly!

DID YOU KNOW?

It was on her sixteenth birthday that Aurora pricked her finger on the needle of a spinning wheel. She then fell into a deep sleep.

PUZZLE

A STRANGE INSCRIPTION

In a corner of the room, you also find this note. Something tells you it has something to do with the letters hidden around the room.

PUZZLE

A MYSTERIOUS DETAIL

Can you spot another strange detail in this room? If you read carefully the List of Places, this detail can lead you where you will definitely learn more.

You have to choose between two places. Decide quickly which one you want to visit, and look for the corresponding page in the List of Places.

CLUES

The inscription
Look the colors behind the letters. There is a mirror image in the frame.

The detail
Look carefully at the carpet.

7 MINUTES

MALEFICENT'S CASTLE

AS YOU APPROACH THE TERRIBLE CASTLE OF MALEFICENT, SAMSON AND THE FAIRIES GET MORE AND MORE WORRIED ABOUT THE PRINCE AND PRINCESS. YOU MUST QUICKLY FIND THE SWORD OF TRUTH.

If you want to collect more clues regarding your quest, go to page 40 and pass by the river before entering Maleficent's Castle!

PUZZLE

SOLID ARMOR

Before you go to the castle, the fairies want to give you a shield for protection. To get it, see how many shields you can find in the grid among all the armor. Then use that number to follow Merryweather's instructions on the next page.

S	H	A	R	I	M	O	E	L	D	R
A	R	M	S	H	I	E	O	R	L	D
S	A	H	R	I	M	E	O	L	D	R
A	R	M	O	R	A	S	H	I	E	L
D	R	M	S	H	O	I	R	E	L	D
A	S	H	R	M	I	O	R	E	L	D
A	S	H	I	E	L	D	R	M	O	R
A	R	M	S	H	I	O	E	R	L	D
S	A	H	R	I	M	E	O	L	D	R
A	R	S	H	I	E	L	D	M	O	R
A	S	H	I	O	E	U	L	D	R	M
O	R	A	S	H	R	I	M	E	L	D

DID YOU KNOW?

Maleficent reigns over the kingdom of the forces of evil.

CLUES

Find the sword

The number found in the first puzzle is composed of two digits. Separate them to complete Merryweather's instructions.

	1	2	3	4	5	6
A						
B						
C						
D						
E						
F						
G						
H						

PUZZLE

FIND THE SWORD

After a while, Merryweather senses the presence of the sword. She guides you so that you can get hold of it.

Start at A1 and go down 3 squares. Then go 5 squares to the right, and go up ☐ square(s). Go 2 squares to the left, and go down 5 squares. Continue to the left, for ☐ square(s), then go up 7 squares. Move one more square to the right. The sword is there.

Quickly go where the sword is!

5 MINUTES

PAGE 38

THE PORTRAIT GALLERY

ON YOUR WAY TO THE ROYAL BEDROOM, YOU PASS THROUGH THE PORTRAIT GALLERY. IF YOU DON'T WANT TO STOP THERE, GO STRAIGHT TO THE PAGE INDICATED UNDER THE SPINNING WHEEL.

PUZZLE

AURORA'S PORTRAIT

In the corridor, the fairies are admiring two portraits of the princess. They are identical, except for five details. Some letters have also been drawn on one portrait: five of them are useless. Use one of your tools to find and erase them.

DID YOU KNOW?

A spinning wheel is used to spin wool. It is fitted with a wheel that is spun by pressing a pedal. It was mainly used in the Middle Ages.

PUZZLE

ROYAL PORTRAITS

Something is written under the Queen's portrait, and you see three details from the king's portrait next to the painting. Each one is followed by a series of numbers. Only one code is useful to you. Which is?

CLUES

- Use your decoding disk
- One of the details is different from the one in the painting.

Aurora's portrait
Place your cache card on each difference.

Royal portraits

THE NUMBERS NEXT TO MY HUSBAND REPRESENT LETTERS. BUT YOU STILL HAVE TO FIND THE RIGHT ONES.

3-15-4-9-14-7

19-21-4-15-11-21

19-5-17-21-5-14-3-5

If you did find clues on this page, don't forget to write them down above your validation grid. They will be useful at the end of your adventure. Otherwise, you've just wasted your time. When you're done with this page, hurry to the royal bedroom on page 38.

7 MINUTES

PAGE 26

THE FOREST

STILL RIDING SAMSON, YOU FOLLOW THE FAIRIES INTO THE FOREST. HAVE YOU SPOTTED THE ONE CLUE HIDDEN ON THIS PAGE? YOU'VE ALREADY SEEN ONE OF THEM IN THE CASTLE GARDENS. DO YOU REMEMBER IT? DON'T FORGET: YOU HAVE THE CHOICE TO SOLVE THE PUZZLES ON THE PAGES WITH THE SPINNING WHEEL SYMBOL!

PUZZLE

A CODED MESSAGE

Those new clues confirm Flora's hunch. She writes you a coded message, in case you are being watched.

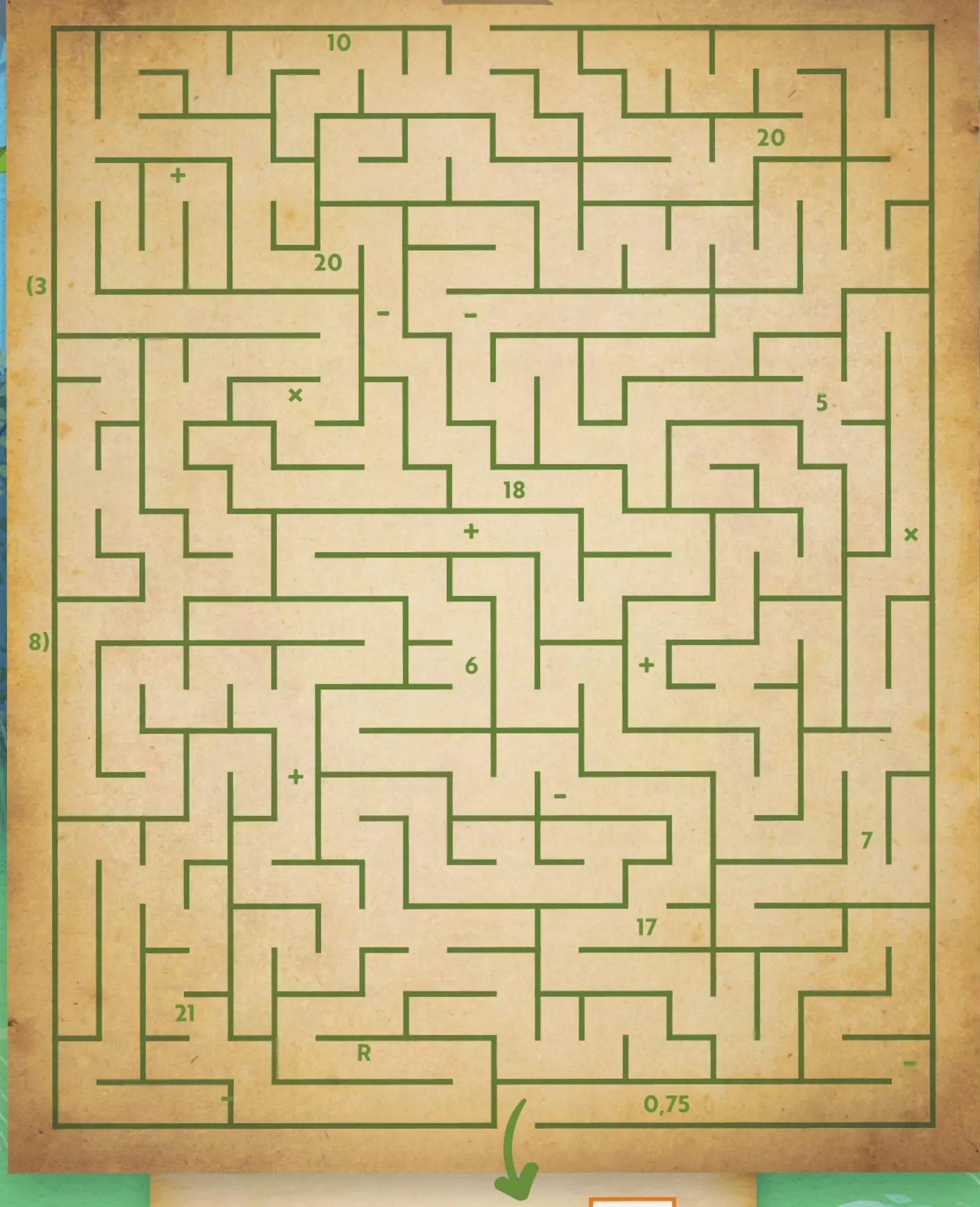
DID YOU KNOW?

At Aurora's birth, each fairy bestowed a gift on the young princess: Flora gave her beauty, and Fauna gave her a mellifluous voice. But Maleficent cursed her: when she turned sixteen years old, the princess would prick her finger on a spindle and die. Merryweather managed to soften the curse: instead of dying, Aurora would fall into a deep sleep, and only True Love's Kiss would be able to wake her.

PUZZLE

YOU ARE LOST!

You walk around somewhat randomly, looking for new clues, but after a few minutes, the fairies no longer recognize the path because Maleficent and her guards set traps everywhere. Help them exit the maze.



CLUES

The message

Use your deciphering disk.

You are lost!

0.5 h = 30 min

0.25 h = ?

Calculate the time it will take you, in minutes, to reach the fairies' cottage. If you think you'll take less than 20 minutes, then head over there, otherwise go to page 14 first. Did you get any new clues? If so, do not forget to write them down above your validation grid. They will be useful later. If not, you've just wasted your time!

6 MINUTES

THE GARDENS

UNFORTUNATELY, AURORA IS NOT HERE. HAVE YOU MADE A MISTAKE? A MAID SUDDENLY APPEARS. SHE CARRIES SOME FRUITS AND SEEMS BUSY. THE FAIRIES ASK HER IF SHE HAS SEEN THE PRINCESS, BUT THE MAID IS LISPING AND THEY DON'T UNDERSTAND HER ANSWER. MERRYWEATHER IS WORRIED BECAUSE SHE THINKS SHE HAS SEEN ONE OF MALEFICENT'S GUARDS.

PUZZLE

WHAT A "MYZTERY"

Remove a letter from the maid's reply whenever it appears to understand what she is saying.

ZZI SZZAW ZZTHE PZZRINCZZESS ZIN ZZTHE GZZZZARDEZNSZZ, BZZZUT SHZZZZE DIZZDN'T STZZAY LONZGZZZ. SZHE WZAS CARRYZZINZZGZZ SOZMZZZETHZZIZNZG; I ZDIDN'T GZZETZZ A GZZOOD LZZZOOK AZZZT ZZZWZZHAZZT ZZIT WAS.

DID YOU KNOW?

Many people live alongside the royal family: servants, soldiers, and even nobles. The king's entourage is called the court.

PUZZLE

A HIDDEN OBJECT

The maid describes you the object the princess was carrying. Connect the dots from 1 to 43 to find out what it was.

CLUES

Do not forget to use the List of Places page to know where to go next.

You don't have any other leads on Aurora's location at the moment. Follow the maid to the throne room.

7 MINUTES

THE ROYAL BEDROOM

WHEN THEY FINALLY GET TO THE ROYAL BEDROOM, THE FAIRIES FIND A SHIELD ON THE FLOOR! WHO DOES IT BELONG TO? THE FAIRIES HAVE A BAD FEELING. . . . THEN THEY FIND TORN BITS OF PAPER UNDER SOME FURNITURE.

If you want to collect more clues regarding your quest, go to page 32 and pass through the Portrait Gallery before entering The Royal Bedroom!

PUZZLE

BITS OF PAPER

This sentence is illegible. You need to put all these bits of paper in order to read it.

DID YOU KNOW?

King Stefan and King Hubert wanted Phillip and Aurora to get married to unite their kingdoms. This kind of arranged marriage was pretty common in the past.

PUZZLE

A NEW IDEA

Flora thinks she has figured something out, but the fairies are going to need their magic wands. Where could they have left them? Flora has to put the pieces of her memory back together. . . .

CLUES

Bits of paper
Put the sentence together like a puzzle.

A new idea
Put the letters back in the right order by matching up the shapes.

You can search for the fairies' wands right now or go to another place you may have guessed about thanks to the torn bits of paper.

7 MINUTES

PAGE 30

THE RIVER

ON THE WAY TO MALEFICENT'S CASTLE, YOU PASS BY THE RIVER. ONE OF KING STEFAN'S SOLDIERS IS RESTING THERE. HE MAY KNOW MORE ABOUT THE KIDNAPPING OF THE PRINCE AND PRINCESS.

PUZZLE

A STRANGE RIDDLE

The guard agrees to help you if you can solve his riddle.

I have something in my pocket.
It has a tail and a head, but no body.
What is it?

PUZZLE

A REAL BRAINTEASER!

You ask the soldier if he has seen the princess. Here is what he tells you.

I lie when I say it is false when I say that I have seen the princess!

DID YOU KNOW?

Each kingdom has an army to protect it. Soldiers patrol regularly around the castle.

CLUES

The brainteaser
If he's lying when he says it's false, he's telling the truth when he says it's true.

Numerical puzzle
Use one of your tools.

PUZZLE

A NUMERICAL PUZZLE

The guard then takes a piece of parchment out of his pocket and draws a grid on it.

		30	= 200
	40		= 200
20		70	= 200
= 200	= 200	= 200	

He saw the princess ☐ hours ago.

PUZZLE

KEEP YOUR EYES OPEN!

That doesn't help you much, so you ask the guard if he has seen the prince recently. He tells you to find the letters hidden on him and put them in order to get his answer.

Did you get any new clues? If so, don't forget to note them above your validation grid. You will need them later. If not, you've just wasted your time! Either way, continue your adventure on page 30.

7 MINUTES

SOLUTIONS

PAGES 4–5

A note left on the dressing table: "The princess went for a walk in the sunshine."

The fire still burns: 13 candles × 10 + 3 characters × 10 + 10 pom-poms × 20 = 360. 360 seconds = 6 minutes.

Three ways: Aurora is not in the kitchen because she is taking a walk in the sunshine and thus must be outside. She hasn't been gone long enough to be in the bramble forest. Thus, she is in the gardens.

PAGES 6–7

A three-digit lock: The code is 6-3-2.

A ripped-up picture: Can read SECRET PASSAGE on the reconstructed image.

A note from the prince: The prince and princess have discovered a secret passage that leads to the bridge. Thus, you must go to the bridge, on page 8.

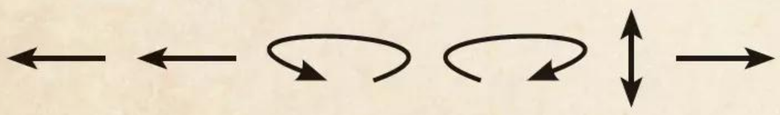
PAGES 8–9

Attack the dragon! Those are logical sequences.
1st sequence: we multiply each number by 2 to obtain the next one (16).
2nd: we add 4 to each number (63).
3rd: we subtract 3 from each number (29).
4th: we add 10 to each number (21).

The final blow: To understand the dragon, you have to change the correspondence of the letters to A = K, B = L, etc. The solution is "Add the number to the sword."

PAGES 10–11

Cast the spell: By positioning the cache card on each arrow, you get a number that indicates its position (1 to 6). The right order is this one:

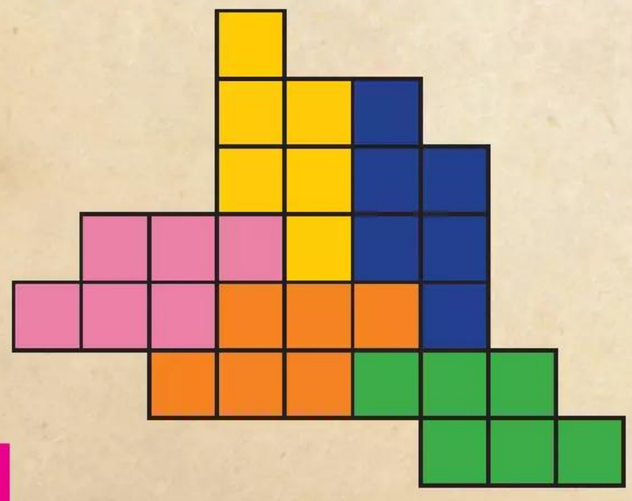


Samson's story: "Prince Phillip was kidnapped by Maleficent. I galloped to the throne room to warn the king, but nobody understood me and I was tied up here."

Free Samson: "Leave the castle but stay close to its gates."

PAGES 12–13

Fight back with the sword:



Avoid the attack!

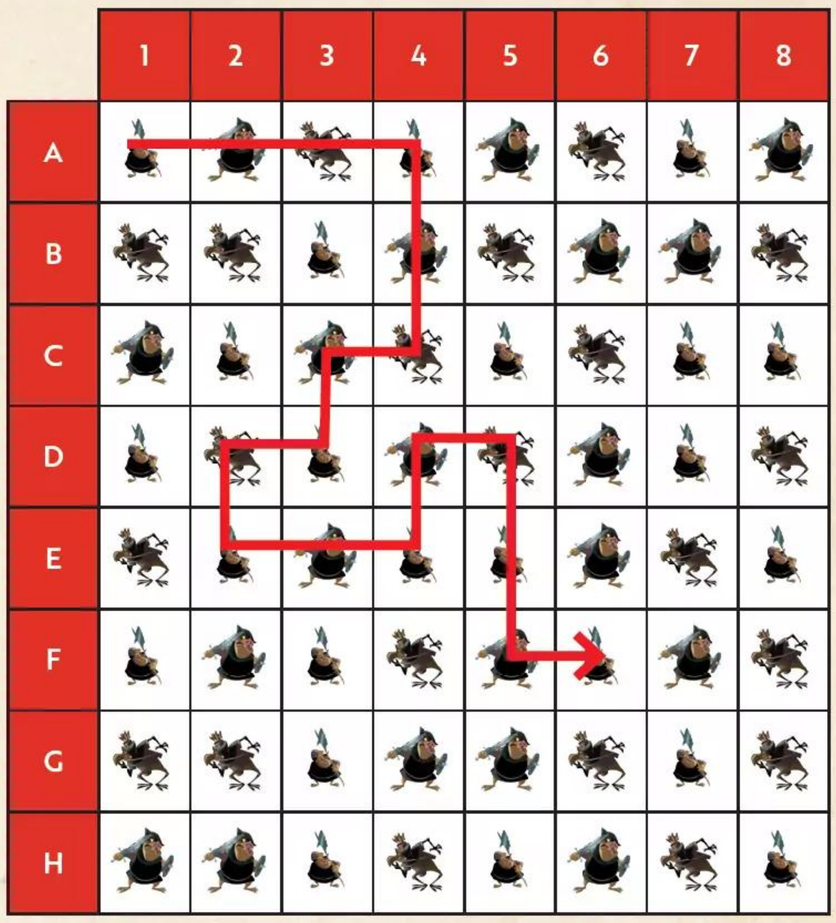
Freeze your enemies: The spell is "Immobilis!"

Find your way:

3	4	5	2	6	1
6	1	2	3	4	5
4	2	6	5	1	3
1	5	3	6	2	4
2	3	4	1	5	6
5	6	1	4	3	2

PAGES 14–15

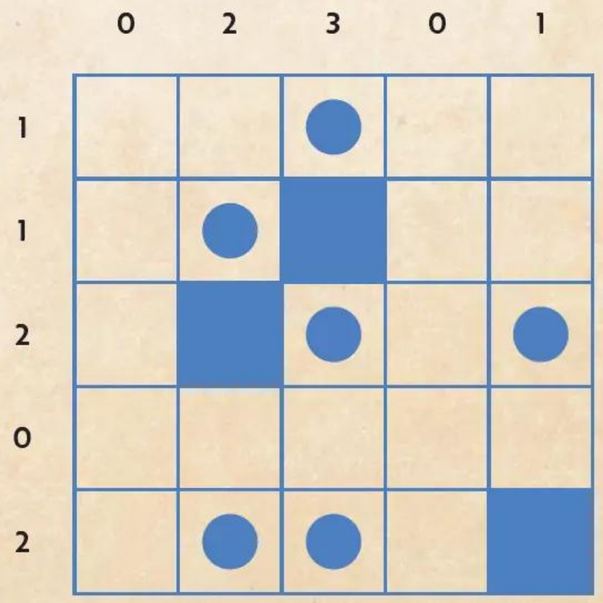
Distract the guards:



Cast the spell:

C B C

Tie up the guards:



PAGES 16–17

Find the wands:

To cast the spell:

T	AL	K

PAGES 18–19

Don't get caught: The magic word is TINY.

Find the sword: Number 38 is inscribed on the sword.

Aurora's voice: Aurora is located in the east. The sun rises on this side, and you can also tell from the shadow on the stairs.

PAGES 20–21

Some pretty flowers: The odd bunch is F because it is the only group whose color of the lower flower is not a mixture of the colors of the upper flowers.

A message from the animals:

F	OREST

PAGES 22–23

Written in flames: The word is DRAGON.

A scroll on the door:

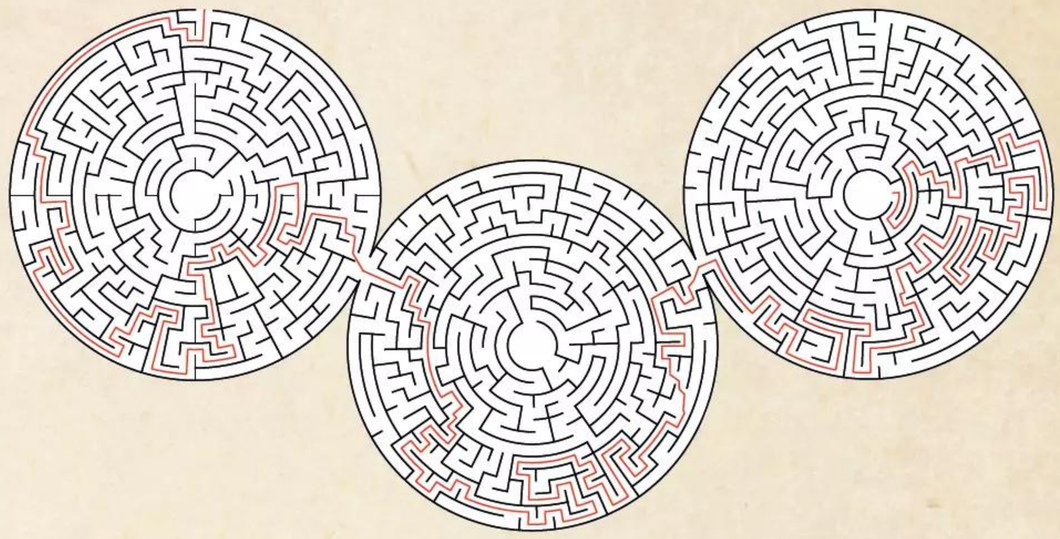
840	=	14
120	=	2
660	=	11
1020	=	17
1500	=	25
1440	=	24

A new code:

1 D	2 R	3 A	4 G	5 O	6 N
=	=	=	=	=	=
1 N	2 B	3 K	4 Q	5 Y	6 X

PAGES 24–25

What a maze! You have to go to the easternmost cell. There are two solutions to the first two mazes. To find the right way, you need to use the punch-out maze, which reveals the forbidden passages.



PAGES 26–27

Which spell book? The right spell book is Fauna's.

The right page: 🟡 = 1 kg, 🔵 = 2 kg, 🟢 = 5 kg, so 🔴 = 6 kg. You have to look at page 6.

Find the spell: "A spell to find the Sword of Truth in a dark castle."

PAGES 28–29

Hidden letters:

A strange inscription: The word is BEDROOM.

R	O	Y	A	L
1	2	3	4	5

B
E
D
R
O
O
M

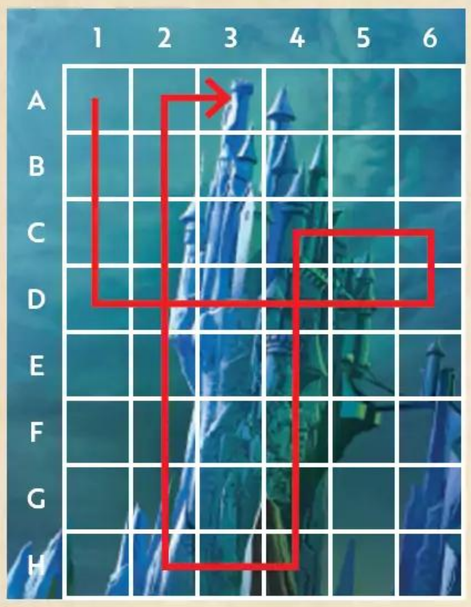
A mysterious detail: The detail to be spotted is the horseshoe on the brown carpet. According to what is written in the instructions of the clue, we can assume that we will learn more by going to the royal stables.

PAGES 30–31

Solid armor: The word SHIELD appears 12 times.

S	H	A	R	I	M	O	E	L	D	R
A	R	M	S	H	I	E	O	R	L	D
S	A	H	R	I	M	E	O	L	D	R
A	R	M	O	R	A	S	H	I	E	L
D	R	M	S	H	O	I	R	E	L	D
A	S	H	R	M	I	O	R	E	L	D
A	S	H	I	E	L	D	R	M	O	R
A	R	M	S	H	I	O	E	R	L	D
S	A	H	R	I	M	E	O	L	D	R
A	R	S	H	I	E	L	D	M	O	R
A	S	H	I	O	E	U	L	D	R	M
O	R	A	S	H	R	I	M	E	L	D

Find the sword: The sword is in A3, in the tower.



PAGES 32–33

Aurora's portrait: The cache card must be used. By placing the "difference" hole on each difference, you get the five letters that must be kept: L, O, G, I, C. The clue is the word LOGIC.

Royal portraits: This detail is the only one that is different from the king's painting.Thus, the code next to it is the right one.

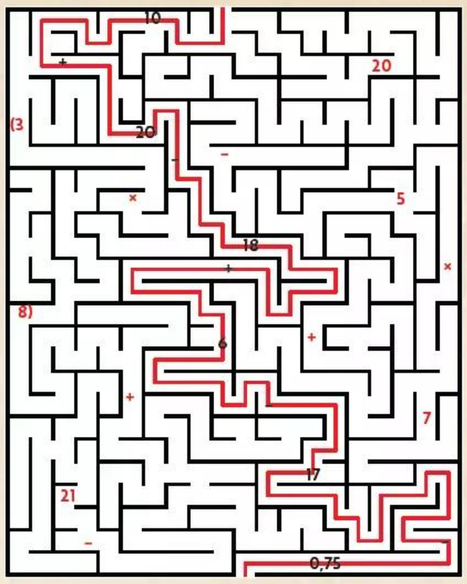
By combining the two clues of this spread, one gets "logic sequence."

PAGES 34–35

The forest:

A coded message: "Aurora came here to pick blackberries but she must have run into trouble."

You are lost! 10 + 20 − 18 + 6 − 17 − 0.75 = 0.25.
0.25 h = 15 min.



PAGES 36–37

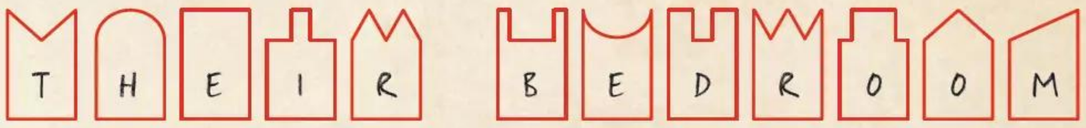
What a myztery: "I saw the princess in the gardens, but she didn't stay long. She was carrying something; I didn't get a good look at what it was."

A hidden object: It is a basket.

PAGES 38–39

Torn bits of paper: "The princess's favorite pastime? Horse riding, without a doubt!"

A new idea: "Their bedroom."



PAGES 40–41

A strange riddle: A coin.

A real brainteaser! The soldier lies when he says it is false; thus it is true when he says he has seen the princess. So he has indeed seen her.

A numerical puzzle: The guard saw the princess 2 hours ago.

120	50	30
60	40	100
20	110	70

Keep your eyes open! The letters hidden on the guard form the word NO.

DISNEY VILLAINS ESCAPE
Adapted from Disney Villains Echappe-toi!, published by Hachette Livre.

Activities and texts adaptation: Andrea Simonato

English texts review: Erin Brady

Design adaptation: Studio Prodesign, Milan

Pre-Press: Litomilano

© Disney
ISSN 2753-7382
Disney Comic Series
The Walt Disney Company Limited
3 Queen Caroline Street, Hammersmith, London, W6 9PE

CLUES

PAGES	CLUES GATHERED ON THE SPINNING WHEEL PAGES

VALIDATION GRID

To complete your grid, start by entering the time it took you to solve a double page in the «time spent» column.
Then use the instructions below to color the symbols.

Color one symbol on each line, using this code:

▲ : You took more than one minute over the time announced on the hourglass.
● : You took the same time as the time announced on the hourglass (within a minute).
★ : You took the less time as the time announced on the hourglass (within a minute).

PAGES		TIME SPENT	RATING
4–5	6 min		△ ○ ☆
6–7	7 min		△ ○ ☆
8–9	7 min		△ ○ ☆
10–11	7 min		△ ○ ☆
12–13	3 min		△ ○ ☆
14–15	3 min		△ ○ ☆
16–17	7 min		△ ○ ☆
18–19	7 min		△ ○ ☆

PAGES		TIME SPENT	RATING
20–21	7 min		△ ○ ☆
22–23	7 min		△ ○ ☆
24–25	6 min		△ ○ ☆
26–27	7 min		△ ○ ☆
28–29	7 min		△ ○ ☆
30–31	5 min		△ ○ ☆
32–33	7 min		△ ○ ☆
34–35	6 min		△ ○ ☆
36–37	7 min		△ ○ ☆
38–39	7 min		△ ○ ☆
40–41	7 min		△ ○ ☆

DID YOU BEAT THE DRAGON?

Congratulations! You saved Prince Phillip and Princess Aurora, but did you get to the birthday party on time? As soon as you have finished your adventure, add up each type of symbol and your points.

▲ = 0 points
● = 1 point
★ = 2 points

SUBTOTAL	..... △	..... ○	..... ☆
TOTAL	..... points		

You have less than 19 points: Unfortunately, you didn't get back to the castle on time, and when you return to the throne room, the party is already over. The king and the Queen were worried sick. They are reassured to see you but also disappointed with the fairies, who did not keep their promise.

You have between 19 and 25 points: Congratulations! You brought the princess back to her parents just before the beginning of the party. You are a good investigator! The fairies thank you warmly for your help.

You have more than 25 points: You have real talent as an investigator! You were so fast that Princess Aurora and the prince had time to get all dressed up. The king and the Queen are very impressed. They even offer you the opportunity to stay at the castle as their royal investigator.

DISCOVERY CARD

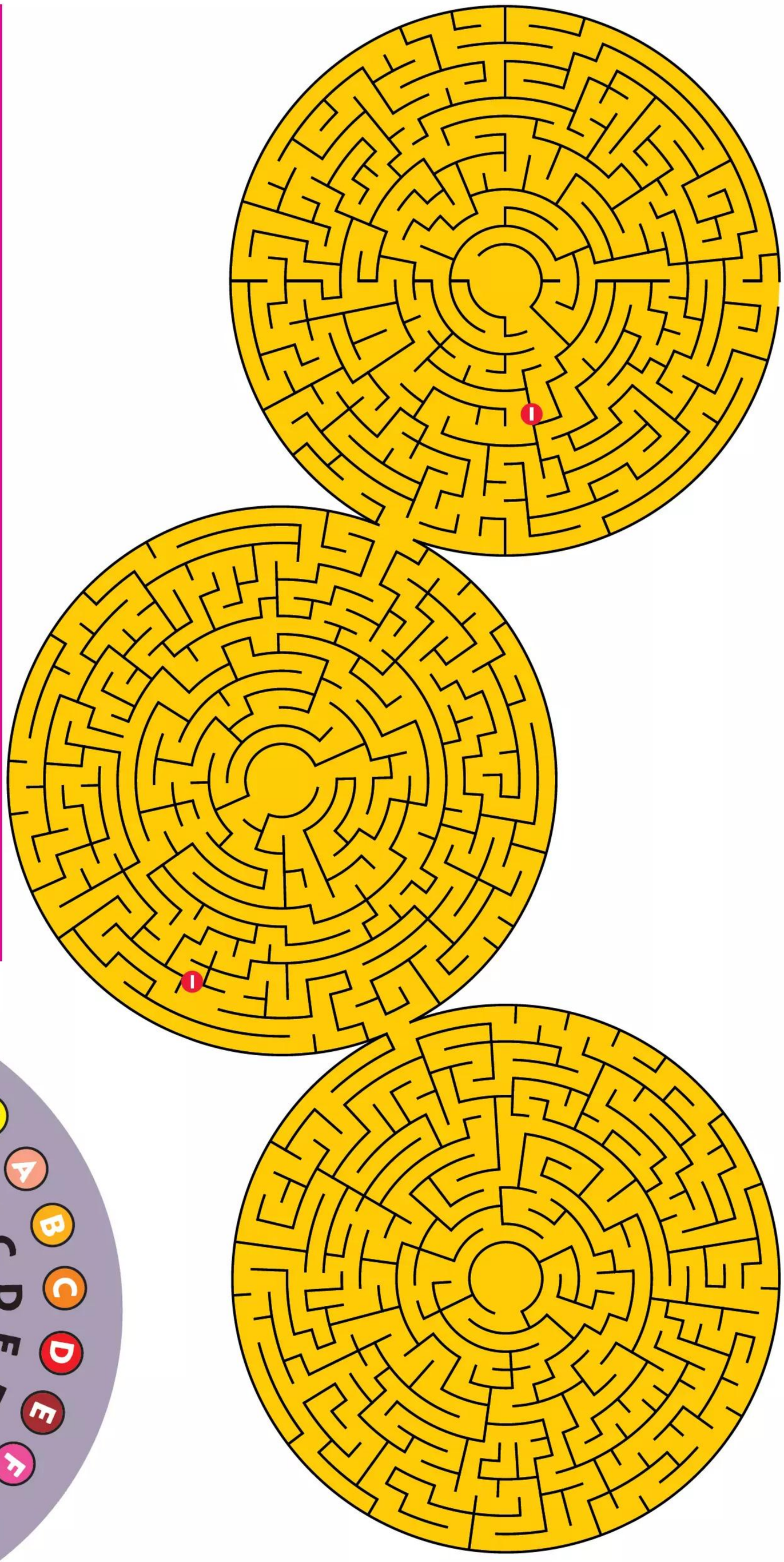
letter

difference

number

number

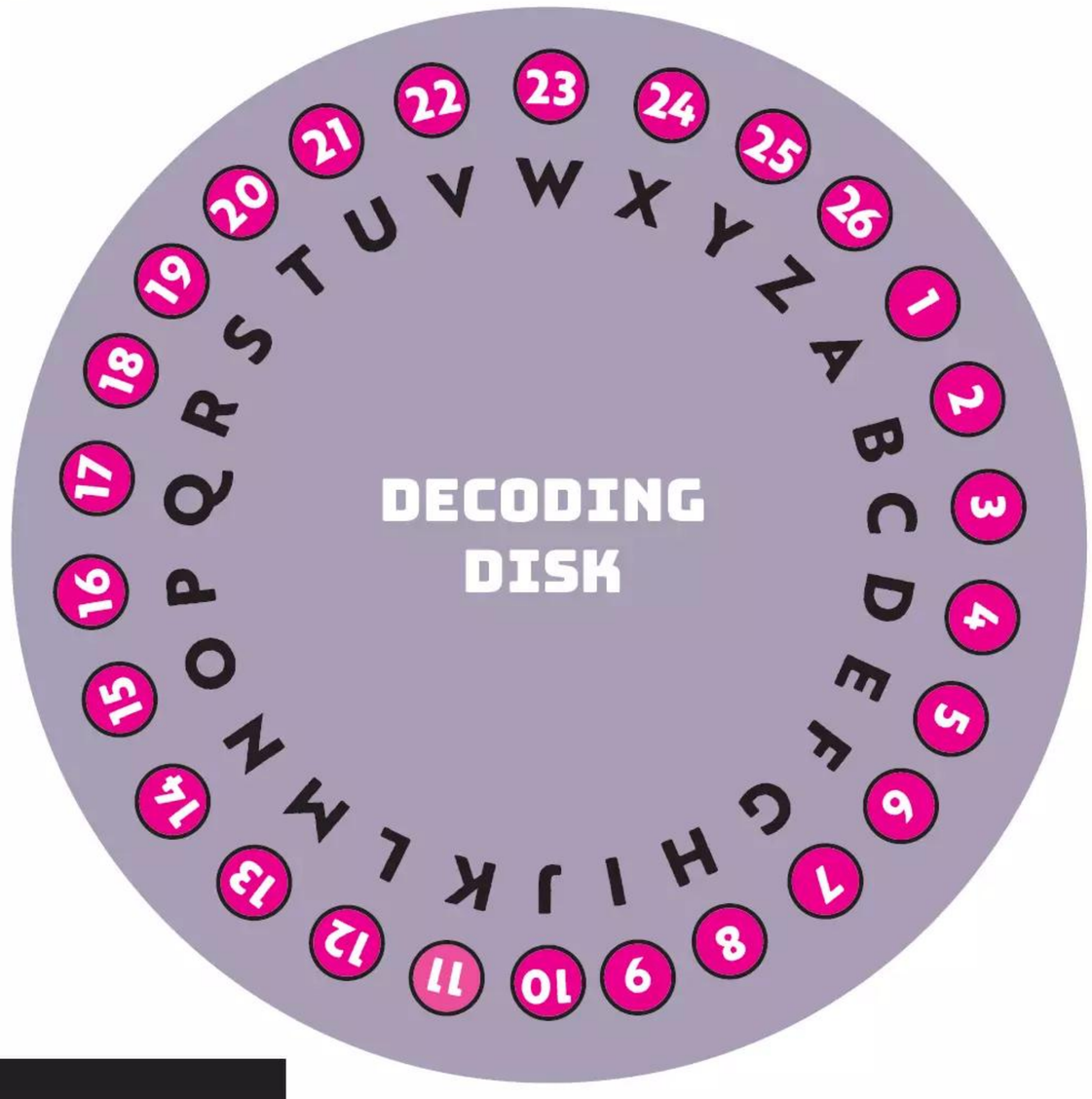
arrow



DECODING DISK

CONVERSION TABLE

Number in a purple box	= time in seconds
Number in a yellow box	= time in minutes
Number in an orange box	= time in hours

1 h = 60 min
3 h = 180 min
6 h = 360 min
1 min = 60 s
3 min = 180 s
6 min = 360 s

DECODING DISK